

## CLAIMS

What is claimed is

1. A network of computers comprising at least one Client, said at least one Client including memory means containing instructions for a Browser, and at least one Server communicatively couplable to said at least one Client, said at least one Server including memory means containing instructions for implementing a simulation method, said simulation method comprising the steps of:
  - a) Creating and transmitting a Unique Identifier to said at least one Client.
  - b) Transmitting Form Structure Data to said at least one Client.
  - c) Accepting User Form Data from said at least one Client.
  - d) Merging said Form Data from said at least one Client with other data, including template data.
  - e) Processing said merged data to produce output data, wherein said output data are functions of a simulation and in a format compatible with said at least one Client Browser instructions.
  - f) Transmitting said output data to said at least one Client.
2. The computer network of Claim 1 wherein only steps c-f ~~may~~ <sup>have to</sup> be repeated for each new simulation of the same form and wherein only steps b-f ~~may~~ <sup>have to</sup> be repeated for each simulation of a new form.
3. The computer network of Claim 2 wherein said output data is rendered by Client Browser methods for visual display.
4. The computer network of Claim 1 wherein said Unique Identifier is used to keep the data of each user separate from all other users, with high probability (>99%).
5. The computer network of Claim 4 wherein said user data is stored in temporary files with a limited lifetime.
6. The computer network of Claim 1 wherein the Unique Identifier is made verifiable by means of an internal checksum.
7. The computer network of Claim 6 and further comprising a database of Unique IDs, simulation counts and timestamps stored in at least one Server and further comprising the following additional steps before processing of merged data:
  - a) Lookup the Unique Identifier in the database and retrieve the simulation count and timestamp. If no record found, create a new record associated with the Unique Identifier and containing the number of simulations performed (0) and a timestamp.

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- b) If said timestamp has become older than a certain threshold, delete said simulation record and return to step a)
- c) Using said Identifier, number of simulations and timestamp, determine if said number of simulations per unit time has exceeded some threshold.
- d) Simulate only if the threshold has not been exceeded.
- e) Update the number of simulations performed.
8. The computer network of Claim 7, wherein the simulation count is used to lower the process priority of the simulation.
9. The computer network of Claim 1, wherein additional steps related to circuit synthesis are inserted just before step b), such steps comprising
- aa) Transmitting Circuit Synthesis Form Structure Data to said Client
  - bb) Accepting Circuit Synthesis Form Data from said Client
  - cc) Synthesizing a circuit according to said Form Data.
  - dd) Creating Form Structure Data for use in step b), said Form Structure Data containing circuit topology data.
10. A network simulation method, comprising the steps of
- a) Creating and transmitting a Unique Identifier from a Server to a Client.
  - b) Transmitting Form Structure Data from a Server to said Client.
  - c) Accepting User Form Data into a Server from said Client.
  - d) Merging said Form Data from said Client with other data, including template data.
  - e) Processing said merged data to produce output data, wherein said output data are functions of a simulation and in a format compatible with said Client Browser.
  - f) Transmitting said output data to said Client.
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